

## **GAME RULES AND REGULATIONS**

1. **PLAYING TIME:** There will be two halves. Each half will be 20 minutes in duration with running time. The clock will be stopped the last (5) seconds of the first half and last two minutes of the second half. If a team is ahead by 15 or more points in the last 2 minutes, it will **not** be stopped.
2. **TIME-OUTS:** Two one-minute time outs per half. Time-outs do not carry over from first half or overtime. One time-out in overtime. The referee has the power to stop the clock at his discretion when there is an unusual situation that warrants a delay. Any player receiving a technical foul will automatically have a team time-out taken, if not available it will be an official's time-out for the technical.
3. **HALF-TIME:** Halftime will be five minutes in duration.
4. **TIE GAME:** In case of a tie game there will be one three-minute overtime starting with a jump ball. If this overtime ends in a tie the game will remain tied and is recorded as a tie. Clock stops in the last minute of overtime.
5. **GAME AND FORFEIT TIME:** A team must have a minimum of four (4) players to start the game. Line-ups must be turned in to the scorekeeper at least 5 minutes before the game begins. A *ten minute grace period* will be given to all game times. The ten minutes will come out of the first half game time. The team with enough players will be given 2 points for every minute that the opposing team is short of player(s). The game clock will start and wind down ten minutes. If a team's players show up within the grace period, they will begin at whatever time is on the clock. The gym supervisor's watch will be the official clock in establishing a forfeit time. Any team accumulating two forfeits during a season may not be invited back the following year; three forfeits and a team can be dropped from the league.
6. **FOUL SHOTS:** Foul shots will be taken during the entire game and in overtime. Fouls will be penalized as follows:
  1. Shooting Fouls Made - 2 or 3 points, Offensive team shoots one foul shot.
  2. Shooting Fouls Missed – Offensive team shoots two or three foul shots.
  3. Common Fouls - receive the ball out of bounds. Beginning with the seventh
  4. Seven (7) Team foul in each half - shoot one and one. On the tenth (10) team foul - shoot 2 foul shots.
  5. Technical Fouls - **receive 2 points** plus the ball out of bounds. (This will also count as a personal foul for the offending player). A **TIME-OUT** will be charged to the team. Player must sit two minutes of running clock time (game clock) before re-entering the game. (Note: Officials time-out if the offending team doesn't have any time-outs left.) Three technical fouls (for sportsmanship) on any one team will result in a forfeit for the offending team.
  6. Intentional Fouls - shoot 2 foul shots plus the ball out of bounds.
  7. **Only 6 players allowed on the lane. High School Rule- (A-B-A) B = shooting team.**
7. **SUBSTITUTIONS:** Free substitution is permitted while the ball IS NOT IN PLAY. The

substitutes MUST report to the scorekeeper before entering the game (its not hockey folks).

- 8 **NO DUNKING IS ALLOWED – THIS INCLUDES WARM-UPS AND GAME. PENALTY IS A TECHINCAL FOUL AND POSSIBLE SUSPENSION FROM THE LEAGUE.**
- 9 **RULE BOOK:** The current High School Rules (National Federation Edition) will be used for all situations not covered in this handbook. In the event of any rule questions, the Sports Coordinator shall have the authority to institute new rules or to change old rules, to maintain a continuity of the overall sports program. The coordinator's interpretation of the rules shall be final.

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